

GAME BOY ADVANCE™

AGB-AZCP-EUR

MEGAMAN ZERO™



CAPCOM®

Instruction Booklet

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THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVE CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIERE DE FABRICATION, DE FIABILITE ET SURTOUT, DE QUALITE. RECHERCHEZ CE SCEAU LORSQUE VOUS ACHETEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITE AVEC VOTRE SYSTEME GAME BOY.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.



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REPLOID REBELLION!



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The Reploid War, sparked by the Sigma Virus that drove reploids berserk, lasted for centuries. Finally our hero, Mega Man X, put an end to the everlasting battle. At last, people were able to begin reconstructing the world.

The City of Neo Arcadia was established as a primary base for building a world where everyone could live happily. People went at the restoration work cheerfully, with smiles back on their faces. However, this “people’s paradise” soon became a disaster for reploids. The government, fearful of the threat of reploids going berserk, accused and arrested them for any reason — or no reason at all!

Those fortunate reploids who could escape were forced to seek safety in a devastated city. To stay alive, they mined its limited stores of energy for their own use. Ciel, a human and former reploid researcher, emigrated with the reploids to the ruined city. She could not abandon them while they were falsely accused by the government. She was determined to find a way to help them.

The evil hand of the government is about to extend to the reploid sanctuary. The reploids will all die if something isn’t done quickly. Ciel remembers the name of Zero, the legendary reploid rumored to be sleeping in suspended animation at some hidden place near Neo Arcadia.

“If the legend is true ... he might save us”

RESISTANCE LEADERS

ZERO

Abandoned in a remote energy mine, Zero wakes up from 100 years' sleep when security guards chase Ciel into a cave. No one yet knows that Zero used to fight for world peace as a Hunter, since he has lost his memory data.



4

CIEL

The leader of the exiled reploids, Ciel lives with them in the ruins. She is an excellent scientist who was eagerly doing research on new energy before the rebellion.



5

RESISTANCE ARMY

FOUR GENERALS

These mysterious reploids may have been created in the image of a certain famous reloid.

6

RESISTANCE COMPANIONS

These Reploids live with Ciel in the Resistance base.

7

STARTING THE GAME

Press START in the Title Screen to display the following two options. Use the Control Pad to select. Press START or the A Button to confirm your choice.

NEW GAME – Start a new game.

CONTINUE – Resume a previously saved game (available after you have saved a game). You can choose from up to three save files.

SOFTWARE RESET

At any time during gameplay you can press the START, SELECT and A and B Buttons simultaneously to return to the Title Screen.



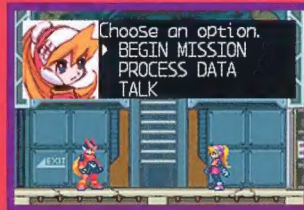
MISSION SELECT

To start a mission, select one from the list of missions Ciel gives you.

TRANSMISSION ROOM

You can enter Transmission Rooms in various places in the stage. These special rooms connect to different stages.

- To transmit Zero to another locale, you must unlock the destination.



BASIC CONTROLS

You can change the button controls in Option mode.



ZERO'S BASIC ACTIONS

RUN

Use the Control Pad to move Zero.

DASH

Press the L Button (or press the Control Pad ◀ or ▶ twice quickly) for a speed burst while running.

WALL KICK

Stand near a wall and press the A Button while holding the Control Pad ◀ or ▶.



SHOT ATTACK

Press the B Button to fire the Buster Shot. You can power-up the Buster Shot by meeting certain conditions.

SWORD ATTACK

Once you find the Z-Saber, press the R + B Buttons to slash. You can power-up the Z-Saber by meeting a special condition.

SUB WEAPON ATTACK

Use the R Button to fire your sub weapon. The current Attack Mode determines how you'll use the button. (See page 17.)

CHARGE ATTACK

Charge your attack by holding down the B Button. You can use the R Button to attack with your sub weapon.



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JUMP

Press the A Button to jump. Use the Control Pad to change direction during a jump. Hold down the button longer (or press the Control Pad ◀ or ▶ twice quickly) to jump farther. Jump to avoid enemies and travel safely over dangerous areas.

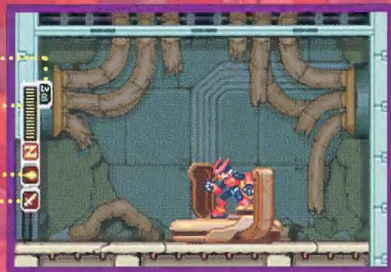


How many more weapons and moves can you find?

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ACTION SCREEN

- Current Level
- Zero's Remaining Energy
- Main Weapon in Use
- Sub Weapon in Use



SUB SCREEN

- Available Continues
- Current Title
- Current Level
- Life Gauge
- Main Weapon
- Sub Weapon
- Current Element
- Display Cyber Elf List Screen
- Current Amount of Energy Crystals
- Total Play Time
- Cyber Elves in Use
- Sub Tank Energy
- Display Option Screen
- Abort Current Mission
- Display Various Descriptions and Messages



CYBER ELF



Cyber Elf in Use
Cyber Elf Description

Cyber Elf is the program created to help Zero in dire straits. Copies of Cyber Elf are hidden somewhere in a stage for Zero to find. Sometimes they mysteriously appear when certain conditions are met.

To use the Cyber Elf, download it from a Transmission Room and move it to the Status screen. Then use the Control Pad to select a Cyber Elf.

OPTION MODE

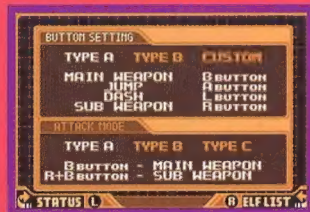
You can change button assignments and Attack Modes in Option mode. Use the Control Pad to make a selection, and press the A Button to change the setting.

BUTTON ASSIGNMENTS:

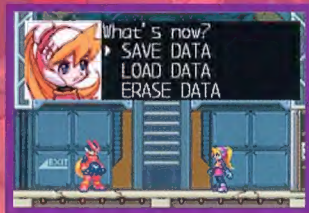
- Choose TYPE A, TYPE B or CUSTOM.

ATTACK MODES:

- **TYPE A** – Use a sub weapon by holding down the R Button and pressing the B Button.
- **TYPE B** – Use a sub weapon by pressing the B Button.
- **TYPE C** – Press the R Button to toggle between your main weapon and sub weapon, and press the B Button to fire.



SAVING IN CIEL'S ROOM



To save your game, talk to Ciel in the Resistance base. Select YES when you are asked if you want to save. You can save up to three save files, or you can save over an older saved file.

To resume a saved game, select CONTINUE in the Main Menu.

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**Game Boy Advance Game Pak conforms to:
Game Boy Advance Game Pak geprüft nach:
Game Boy Advance Game Pak en accord avec:
Game Boy Advance Game Pak getest volgens:
Game Boy Advance Game Pak cumple:
Game Boy Advance Game Pak è conforme a:
Game Boy Advance Game Pak uppfyller kraven enligt:
Game Boy Advance Game Pak opfylder kravene til:
Game Boy Advance Game Pak täyttää seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:**

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



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